

[illegible]

- Rendering of full frames at a whole number multiple of a digital video resolution value defining the number of pixels contained in each frame and at a whole number multiple of a temporal resolution value defining the rate of display of full frames on a computer screen;

Blending each consecutive frame.

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Blending each consecutive frame;

Blending the colors and images depicted in pixels that are within a gaussian blur radius value of a center pixel, wherein the number of pixels blended is proportional to a gaussian blur radius;

Separating each frame into a first and second field, wherein the first field contains the even lines of a frame and the second field contains the odd lines of a frame;

Alternately displaying the first and second fields of each frame, the first field of each frame with the second field of each frame.

3. The method of claim 1, wherein blending the colors and images depicted in pixels that are within a gaussian blur radius value of a center pixel is performed, wherein the number of pixels blended is proportional to a gaussian blur radius.
4. The method of claim 1, wherein separating each frame into a first and second field, the first field contains the even lines of a frame and the second field contains the odd lines of a frame.
5. The method of claim 1, wherein alternately displaying the first and second fields of each frame, the first field of each frame with the second field of each frame.
6. The method of claim 1, wherein resizing each full frame to produce antialiased frames is performed with bicubic interpolation.

7. The method of claim 1, wherein each pair of consecutive frames is blended by averaging corresponding pixel values of each frame.
8. The method of claim 1, wherein gaussian blurring of a non-zero pixel radius is performed that blends the colors and images depicted in pixels that are within a gaussian blur radius value of a center pixel.
9. The method of claim 2, wherein resizing each full frame to produce antialiased frames is performed with bicubic interpolation.
10. The method of claim 2, wherein each pair of consecutive frames is blended by averaging corresponding pixel values of each frame.
11. The method of claim 2, wherein gaussian blurring of a non-zero pixel radius is performed that blends the colors and images depicted in pixels that are within a gaussian blur radius value of a center pixel.
12. The method of claim 3, wherein the gaussian blur pixel radius is 0.2.
13. The method of claim 3, wherein the gaussian blur pixel radius is greater than 0.2.

14. The method of claim 3, wherein the gaussian blur pixel radius is less than 0.2.

15. The method of claim 1, wherein said rendering step is implemented using
"Photoshop" software.

16. The method of claim 1, wherein said separating step is implemented using
"After Effects" software.

17. The method of claim 1, wherein said animation consists of film displayed at
the rate of at least 24 frames per second.

18. The method of claim 1, wherein said rendering step is performed with
"Renderman" software.

19. A video conversion system, the system comprising:

A computer terminal defining the number of pixels contained in each
frame of full frames that are rendered at a whole number multiple of a
digital video resolution value and that are rendered at a whole number
multiple of a temporal resolution value defining the rate of display of full
frames;

A computer screen attached to said terminal.

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20. The system of claim 19, wherein each full frame is resized to produce antialiased frames.
21. The system of claim 20, wherein the colors and images depicted in pixels located at identically numbered pixel points in each frame are blended together.
22. The system of claim 21, wherein each frame is separated into a first and second field.
23. The system of claim 22, wherein the first field contains the even lines of a frame and the second field contains the odd lines of a frame.
24. The system of claim 23, wherein the first and second fields of each frame are interlaced and displayed alternately.
25. The system of claim 24, wherein each full frame is resized to produce antialiased frames using bicubic interpolation.
26. The system of claim 25, wherein each pair of consecutive frames is blended by averaging corresponding pixel values of each frame.

27. The system of claim 26, wherein gaussian blurring is performed that blends the colors and images depicted in pixels that are in proximity to one another in each frame.

28. The system of claim 27, wherein the gaussian blur pixel radius is 0.2.

29. The system of claim 28, wherein the gaussian blur pixel radius is greater than 0.2.

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